

Appendix I – Michigan’s Natural Communities.

Palustrine Marsh Communities

Submergent Marsh	State Rank: S4 – Secure.
Emergent marsh	State Rank: S4 – Secure.
Great lakes marsh	State Rank: S3 – Rare or uncommon.
Northern wet meadow	State Rank: S4 – Secure.
Southern wet meadow	State Rank: S3 – Rare or uncommon.
Inland salt marsh	State Rank: S1 – Critically imperiled because of extreme rarity.
Intermittent wetland	State Rank: S3 – Rare or uncommon.
Coastal plain marsh	State Rank: S2 – Imperiled because of rarity.
Interdunal wetland	State Rank: S2 – Imperiled because of rarity.

Palustrine Prairie Communities

Lakeplain wet prairie	State Rank: S1 – Critically imperiled because of extreme rarity.
Lakeplain wet-mesic prairie	State Rank: S1 – Critically imperiled because of extreme rarity.
Northern wet-mesic prairie	State Rank: S1 – Critically imperiled because of extreme rarity.
Wet prairie	State Rank: S2 – Imperiled because of rarity.
Wet-mesic prairie	State Rank: S2 – Imperiled because of rarity.

Palustrine Fen Communities

Prairie fen	State Rank: S3 – Rare or uncommon.
Northern fen	State Rank: S3 – Rare or uncommon.
Patterned fen	State Rank: S2 – Imperiled because of rarity.
Poor fen	State Rank: S3 – Rare or uncommon.

Palustrine Bog Communities

Bog	State Rank: S4 – Secure.
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Muskeg State Rank: S3 – Rare or uncommon.

Palustrine Forest Communities

Poor conifer swamp State Rank: S4 – Secure.

Rich conifer swamp State Rank: S3 – Rare or uncommon.

Relict conifer swamp State Rank: S3 – Rare or uncommon.

Hardwood-conifer swamp State Rank: S3 – Rare or uncommon.

Northern swamp State Rank: S3 – Rare or uncommon.

Southern swamp State Rank: S3 – Rare or uncommon.

Southern floodplain forest State Rank: S3 – Rare or uncommon.

Palustrine Shrub Communities

Northern shrub thicket State Rank: S5 – Demonstrably secure and essentially ineradicable under present conditions.

Southern shrub-carr State Rank: S5 – Demonstrably secure and essentially ineradicable under present conditions.

Inundated shrub swamp State Rank: S3 – Rare or uncommon.

Palustrine/Terrestrial Communities

Wooded dune and swale complex State Rank: S3 – Rare or uncommon.

Boreal forest State Rank: S3 – Rare or uncommon.

Terrestrial Forest Communities

Mesic southern forest State Rank: S3 – Rare or uncommon.

Dry-mesic southern forest State Rank: S3 – Rare or uncommon.

Dry southern forest State Rank: S3 – Rare or uncommon.

Mesic northern forest State Rank: S3 – Rare or uncommon.

Dry-mesic northern forest State Rank: S3 – Rare or uncommon.

Dry northern forest State Rank: S3 – Rare or uncommon.

Terrestrial Savanna Communities

Lakeplain oak openings State Rank: S1 – Critically imperiled because of extreme rarity.

Bur oak plains	State Rank: SX – Apparently extirpated.
Oak openings	State Rank: S1 – Critically imperiled because of extreme rarity.
Oak barrens	State Rank: S1 – Critically imperiled because of rarity.
Oak-pine barrens	State Rank: S2 – Imperiled because of rarity.
Pine barrens	State Rank: S2 – Imperiled because of rarity.
Great lakes barrens	State Rank: S2 – Imperiled because of rarity.
Northern bald	State Rank: S1 – Critically imperiled because of extreme rarity.

Terrestrial Prairie Communities

Lakeplain mesic sand prairie rarity.	State Rank: S1 – Critically imperiled because of extreme rarity.
Mesic prairie	State Rank: S1 – Critically imperiled because of extreme rarity.
Hillside prairie	State Rank: S1 – Critically imperiled because of extreme rarity.
Mesic sand prairie	State Rank: S1 – Critically imperiled because of extreme rarity.
Woodland prairie	State Rank: S2 – Imperiled because of rarity.
Dry sand prairie	State Rank: S2 – Imperiled because of rarity.

Terrestrial Primary Communities

Open dunes	State Rank: S3 – Rare or uncommon in the state.
Sand/gravel beach	State Rank: S3 – Rare or uncommon.
Cobble beach	State Rank: S3 – Rare or uncommon.
Alvar	State Rank: S1 – Critically imperiled because of rarity.
Basalt bedrock glade	State Rank: S2 – Imperiled because of rarity.
Igneous bedrock glade	State Rank: S2 – Imperiled because of rarity.
Limestone bedrock glade	State Rank: S2 – Imperiled because of rarity.
Sandstone bedrock glade	State Rank: S2 – Imperiled because of rarity.

Volcanic conglomerate bedrock glade State Rank: S2 – Imperiled because of rarity.

Basalt bedrock lakeshore State Rank: S2 – Imperiled because of rarity.

Granitic bedrock lakeshore State Rank: S2 – Imperiled because of rarity.

Limestone pavement lakeshore State Rank: S2 – Imperiled because of rarity.

Metamorphic bedrock lakeshore State Rank: S2 - Imperiled because of rarity.

Volcanic conglomerate bedrock lakeshore State Rank: S2 – Imperiled because of
rarity.

Dry non-acid cliff State Rank: S2 – Imperiled because of rarity.

Moist non-acid cliff State Rank: S2 – Imperiled because of rarity.

Dry acid cliff State Rank: S2 – Imperiled because of rarity.

Moist acid cliff State Rank: S2 – Imperiled because of rarity.

Basalt lakeshore cliff State Rank: S1 – Critically imperiled because of rarity.

Sandstone lakeshore cliff State Rank: S2 – Imperiled because of rarity.

Volcanic conglomerate lakeshore cliff State Rank: S1 – Critically imperiled because of
rarity.

Sinkhole State Rank: S2 – Imperiled because of rarity.

Terrestrial Subterranean Communities

Cave State Rank: S1 – Critically imperiled because of rarity